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JUN 15 2004

Please modify the Abstract as follows:

The current invention is an improved Interactive and multi-user role-play game that is played over a computer network, and capable of accommodating a large audience of users. The game allows users to purchase skills, levels and ideas using real currency. Specifically to provide the user with ability to set-up a "game account" which will accept deposits, enable a user to make purchases, build characters, accept winnings, and pay the opponent upon defeat. To provide the user "place" to return to and control of their game account via the PLATFORM. The PLATFORM is a "virtual storage" and/or "virtual safe deposit box" it provides the ability for the user to store and access a history of events, game statistics, tracking of game events, and account transactions.

~~The E-Commerce Role Playing Platform concept runs solely via the World Wide Web. Like many other online, multi user formats, it will operate through players being connected on a game server over the internet, with the licensing company serving as the game overseer and WebMaster Tools, Inc. operating as a third party service & maintenance provider.~~

~~Technically, the specific fantasy game that a licensing company chooses to apply the E-Commerce Role Playing Platform to will be programmed sufficiently to accept a large number of users at various levels of game play, allowing them interactive competition between players. The licensing company will be responsible for the creation of the fantasy~~

~~game, the server upon which their game will operate, and the correct application of the E-Commerce Role Playing format to their particular game.~~

~~WebMaster Tools, Inc. will provide both a generic "game account" that can be customized for the licensing company and a merchant account that accepts payment for "game account" deposits/pay-outs. It will also provide, inclusive with the licensing of the E-Commerce Role Playing Platform, a forum for a user to access his/her "game account", add additional fund to it, use it to purchase additional characteristics, view a transaction history for gains/losses and purchases/deposits made, & a format for cashing out the "game account." All of these features will be completely customizable for the licensing company to incorporate into their user interface. The licensing company will include with a player's "game account" the ability to save a player's character in a password-protected account even after the player has cashed out and ended his/her game play. This will enable a player to re-enter his/her game at a later date, upon deposit of required funds into the "game account," and resume his/her game play at the level he/she exited the previous game.~~

~~Legally, the E-Commerce Role Playing Platform will require, upon initial entrance to the game, parental approval from players under the age of 18yrs. old and accepting of the terms & licensing agreements of the E-Commerce Role Playing Platform and the company that licenses it. Anticipating the appeal this format will have to younger players, the licensing company will be required to conduct random checks via phone, e-mail, and mail~~

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~~to verify age and consent. This will be a requirement of licensing the E Commerce Role Playing Platform from WebMaster Tools, Inc.~~

~~WebMaster Tools, Inc. will also require, via the "game account" that it provides the licensing company, a safety net for maximum amount of loss in a given time period, based on skill level, game level, & amount of funds in the "game account."~~

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Please add the following Brief Description of Drawing Section:

Without restricting the full scope of this invention, the preferred form of this invention is illustrated in the following drawings:

FIG 1 shows the basic components of the invention.

Please modify the Summary as follows:

The current invention is an E-Commerce Role Playing Platform is a fairly simple computer game format that is in the context of multi-user game play via the internet. E-Commerce Role Playing Platform revolves around two very important central components: 1) a fantasy game and 2) a player's "game account." The fantasy game will provide a forum for interactive, competitive game play. The "game account" will accept deposits, enable a player to make purchases for character building, allowing the player to accept winnings, & pay a player's opponent upon defeat.

#### OBJECTS AND ADVANTAGES

Several objects and advantages of my invention are: a game that users can enter/ re-enter, can set up a "game account" with a deposit of funds, or can enter in beginner mode (for a timed period with no initial deposit), but gain funds from his/her opponents to build his/her "game account".

Additional objects and advantages are: a having PLATFORM that can be used to manage a users account, and a having PLATFORM that is designed to store the users game play tactics, a history of events, such as opponents, defeats, review game play for learning and enhancing skills.

The PLATFORM offers the user the opportunity to re-enter a game by logging-in to their existing account and resume play or joining/entering in a new game. The PLATFORM provides memory and storage, which allows the user to recall information.